PRESIDENT MOUL: Thank you, Senator Warner. Does anyone wish to speak on this issue? Seeing none, Senator Warner waives closing statement. We will proceed to vote on the motion to advance LE 61. All those in favor please vote aye, all those opposed please vote nay. Have you all voted? Please record, Mr. Clerk.

CLERK: 25 ayes, 0 nays, Madam President, on the advancement of LB 81.

PRESIDENT MOUL: The motion is approved and LB  $\,$ 81 is advanced. Mr. Clerk.

CLERK: Madam President, LB 153 was introduced by Senators Wickersham and Cudaback. (Read title.) The bill was introduced on January 11 of this year, referred to the Government Committee. The bill was advanced to General File. At this time, I have no amendments pending.

PRESIDENT MOUL: Thank you, Mr. Clerk. Senator Wickersham.

SENATOR WICKERSHAM: Thank you, Madam Chair. As stated by the Clerk, this is a very simple bill. It simply repeals an old section of statute which would require the county clerk to serve as county sheriff under very limited circumstances. I'm informed that there are also provisions in the statutes that provide for a sheriff's deputy to assume his duties under all of the same circumstances in which the county clerk might be called upon to serve as sheriff. As you know, we have requirements that county sheriffs be trained in law enforcement. We also have other statutes which impose substantial duties already on county clerks. We know of no county clerks who want to serve as sheriff for a day. So, with that, I would move advancement of LB 153.

PRESIDENT MOUL: Thank you, Senator Wickersham. Does anyone wish to debate this issue? I will recognize Senator Cudaback.

SENATOR CUDABACK: Madam President and members, I agree with Senator Wickersham. This is a bill that should go through eliminating that the sheriff's position be handled by the clerk. It's an old regulation that was brought in way back and it should be done away with. So I agree with Senator Wickersham. Thank you.

PRESIDENT MOUL: Thank you, Senator Cudaback. Do you have a